



# HANDLING INPUT INPUTPROCESSOR



## WHAT IS IT “INPUTPROCESSOR”

- InputProcessor is a LibGdx interface that is used to receive input events from keyboard, mouse and touchscreen.
- This interface is called every frame in the `ApplicationListener.render()`

```
import com.badlogic.gdx.InputProcessor;  
  
public class GameDemo implements InputProcessor{  
    public void show(){  
        **code omitted  
        Gdx.input.setInputProcessor(this);  
    }  
}
```



## TYPE OF INPUT EVENTS

- We receive input events from 3 devices.
  - Keyboard (We have 3 events with this device)
    - keyDown
    - keyUp
    - keyTyped
  - Mouse (We have 2 events with this device)
    - mouseMoved
    - scrolled
  - Mouse and TouchScreen (We have 3 events with this device)
    - touchDown
    - touchUp
    - touchDragged



## KEYBOARD

- **keyDown(int keycode)**

keyDown(): Called when a key was pressed down. Reports the key code, as found in Keys.

- **keyUp(int keycode)**

keyUp(): Called when a key was lifted. Reports the key code as above.

- **keyTyped(char character)**

keyTyped(): Called when a Unicode character was generated by the keyboard input. This can be used to implement text fields and similar user interface elements.



## MOUSE

- `mouseMoved(int screenX,int screenY)`

`mouseMoved()`: Called when the mouse is moved over the screen without a mouse button being down. This event is only relevant on the desktop and will never occur on touch screen devices where you only get `touchDragged()` events.

- `scrolled(int amount)`

`scrolled()`: Called when the scroll wheel of the mouse was turned. Reports either -1 or 1 depending on the direction of spin. This will never be called for touch screen devices.



## MOUSE AND TOUCHSCREEN

- `touchDown(int screenX,int screenY,int pointer,int button)`

`touchDown()`: Called when a finger went down on the screen or a mouse button was pressed. Reports the coordinates as well as the pointer index and mouse button (always `Buttons.LEFT` for touch screens).

- `touchUp(int screenX,int screenY,int pointer,int button)`

`touchUp()`: Called when a finger was lifted from the screen or a mouse button was released. Reports the last known coordinates as well as the pointer index and mouse button (always `Buttons.Left` for touch screens).

- `touchDragged(char character)`

`touchDragged()`: Called when a finger is being dragged over the screen or the mouse is dragged while a button is pressed. Reports the coordinates and pointer index.



# EXAMPLE